

Rules for decomposing CCSM4 on to processors.

One way to try different decompositions is to follow the instructions in `env_pes.MACHINE`. First edit that file to set the decomposition you want. Then do `./configure -cleanmach MACHINE` followed by `./configure -mach MACHINE`. The second command will perform checks to see if the decomposition is valid.

Or you can try your own.

ATM

CAM-FV: FV uses two decompositions - lat/vert (YZ) and lon/lat (XY), with the only stipulation that the total number of subdomains be the same. `Npr_yz = Ny, Nz, Mx, My`, where (Ny,Nz) is the lat/vert decomp., and (Mx,My) is the lon/lat decomp. We typically run with `My=Ny` and `Mx=Nz`.

The main restriction for FV is that each latitudinal subdomain must contain at least 3 points. If you really want ALL possible configurations, then each longitudinal subdomain must also contain at least 3 points, but we don't come up against that often. NOTE: The number of processors does not have to evenly divide the number of lats, lons or levs.

```
1.9x2.5L26 res:  lat =96 lon = 144  lev=26
```

```
96      npr_yz      = 32,3,3,32    local: lat=3,lev=8.6,   lon=48[[BR]]
128     npr_yz      = 32,4,4,32    local: lat=3,lev=6.5,  lon=36[[BR]]
192     npr_yz      = 32,6,6,32    local: lat=3,lev=4.3,  lon=24[[BR]]
```

```
0.9x1.25L26 res: lat=192  lon=288  lev=26
```

```
128     npr_yz      = 64,2,2,64    local: lat=3, lev=13, lon=144
```

```
1x1.25L26 res:  lat= 181  lon = 288 lev = 26
```

```
160     npr_yz =    40,4,4,40    local: lat = 4.5, lev = 6.5  lon = 72
384     npr_yz =    48,8,8,48    local: lat = 3.7, lev = 3.25 lon = 36
```

OCN

In the ocean, you specify the local size instead of the number of procs

```
gx1lv5 res:  lat = 384, lon=320, lev=60
```

```
96      POP_BLKX = 40  POP_BLKY= 32      Xprocs=8, Yprocs= 12[[BR]]
128     POP_BLKX = 40  POP_BLKY= 24      Xprocs=8, Yprocs= 16[[BR]]
160     POP_BLKX = 32  POP_BLKY = 24      Xprocs=10, Yprocs = 16[[BR]]
192     POP_BLKX = 20  POP_BLKY = 32      Xprocs = 16, Yprocs = 12[[BR]]
384     POP_BLKX = 20  POP_BLKY = 16      Xprocs = 16, Yprocs = 24
```

ICE

In the ice model, as in the ocean, you specify the local size. You want to give most of the processors to the X-direction

```
gx1lv5 res:  lat = 384, lon = 320, lev=60
```

```
96      CICE_BLKX = 10  CICE_BLKY=128      Xprocs=32,  YProcs=3
128
```